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A Structured Data Transfer Protocol

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The transfer of data between different computers and programs can be a major obstacle during data analysis. We present a new data transfer protocol which is based on a simple structure containing a value, an error and a unit. Each of these members can be arrays or another structure. The ability to nest structures allows for the concept of objects. When using an object-oriented language such as C++, reference can be made to the object name instead of each element explicitly.

Prototype code has been written which implements the basic design with enhancements planned for the future.